





PLYABLE TENDANCIES

For: 1,2,3, or 4 Conductors
Piano
2 Violins
Electric Guitar
Electric Bass Guitar
Amplified Voice

Plyable Tendancies is a musical-theatrical peice involving colors as the stimulus of the musical-theatrical events.

Four sets of color cards will be used as the score.

Each set contains five cards, and each set is identical in the colors they possess. There will be five colors used.

Each player in the ensemble will be concerned with only one color.

The four sets of colors will be placed in full view of the ensemble. The sets will be manipulated by one too four conductors, who will expose one color card at a time from each set. One color from each set will appear for ten seconds and then a new color will appear. This procedure will last for the extent of the peice, therefore serving as the notation.

The players will not only respond to their assigned color, but to the number(ountity) of their color cards that are exposed. A player may see either 1,2,3,4, or none of his color cards exposed.

Each player is also assigned five different musical-theatrical events. Each event corresponds to a different quantity of exposed color cards.

For example: assuming RED is the color assigned to the violin player. If one RED color card is exposed, he may be asked to sustain a middle C. He will do this for 10 seconds untill the color cards dictate a different instruction. When he sees 2 RED color cards, he will be asked to perform something different. There will be five different events he, and all the players, will be required to perform.

Players should avoid being distracted by other colors which they are not concerned with. Also, there will be no "key Chart" for the players to refer to during the performance of the peice. It is suggested that rehearsals be conducted in the same manner. Thorough memorization is required by all personel involved.

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Activities of the Conductors

The peice will begin with one white color card exposed from each color card group. In the use of four conductors, each conductor will operate one of the four groups of color cards. Each conductor will simultaneously expose a different color card every ten seconds. A new card may only be exposed on the first second of every ten second segment. A conductor may wish to sustain his color card for as many ten second intervals as he wants.

One conductor can serve the peice just as effectively. In this case, the solo conductor may wish to put all four color card sets in full reach of one position. He can then manuver 2 color cards at a time. Although, for added theatrical effect, the conductor may place the color card sets far enough apart so that he has to trot back and forth between the color card sets in order to switch the colors. Each procedure is equally effective and the conducting method is left up to the organizer or organizers of the performance.

Although "chance" should dominate the procedure of the performance, it is suggested that the conductor have a good knowledge of the events and what color combinations react them. The reason being is that in case the performance reaches a lagging point, he will be able to control the activity. The conductor is permitted to control any or all of the performance by pre-determining the color combinations he will be exposing. The peice also offers the chance to improvise to the conductor. The conductor may at least want to eliminate chance at the beginning of the peice, so that no prime event is performed prematurely. Caution should be taken so that all four white cards do not appear prematurely, since this will indicate the end of the peice.

The length of the peice should be anywhere between five and ten minutes, depending on how well the peice is progressing. The exact length of the peice is left up to the good taste of the conductor (conductors). When he feels the peice has reached its' maximun effect, he will then expose the white card from each color card set and then signify the final closing by militarily saluting the ensemble.

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INSTRUCTIONS FOR AMPLIFIED VOICE.

The amplified voice is not to assume any type of lead role.
The amplified voice should be in equal volume of the piano.
The amplified voice will be concerned only with the color BLUE.
Each event is to last 10 seconds unless otherwise indicated.

If 1 BLUE color card appears:

- a.) COUGH
- b.) LAUGH
- c.) CRY

(Alternate these with the reappearance of the instruction.)
(Avoid any silence gap.)

If 2 BLUE color cards appear:

SUSTAIN YOUR BEST NOTE

(Characteristics of what determines your "best note"
is to be the decision of the vocalist.)

If 3 BLUE color cards appear:

GARGLE A PREPARED GLASS OF WATER.

If 4 BLUE color cards appear:

SING A BRIEF EXCERPT OF YOUR BEST OR FAVORITE SONG.
OR SOMETHING THAT YOU FEEL IS CONGRUENT TO THE FLAVOR
OF THE PEICE.

If NONE of the BLUE color cards appear:

TURN YOUR BACK TO THE AUDIENCE AND SILENTLY COUNT TO TEN.

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INSTRUCTIONS FOR THE PIANO

The piano may be amplified with a microphone, yet its volume must be only slightly louder than the violins.
Each event is to last 10 seconds.
Avoid silence gaps if possible.
The piano player will be concerned only with the color RED.

If 1 RED color card appears:

IMPROVISE INSIDE OF THE PIANO, USING SOME SORT OF PICKING
DEVICE. (Guitar pick, dime, nickel or penny)
USE LONG SWEEPING STROKES IMITATING HARP STROKING.

If 2 RED color cards appear:

IN THE MIDDLE REGISTER, USING ROOT POSITION CHORDS,
AND IN 6/8 TIME, PLAY THIS CHORD PROGRESSION TWICE
THROUGH. C-Am-F-G7. (Stress repetitive triplets)

If 3 RED color cards appear:

STAND UP AND LIGHT A PREPARED CANDLE (on the piano)
THEN, WITH THE REOCCURRENCE OF THIS ASSIGNMENT,
STAND UP AND BLOW IT OUT.
(Repeat this cycle throughout the performance.)

If 4 RED color cards appear:

IMPROVISE FREELY OUTSIDE OF THE PIANO.
OCCASIONALLY USING THE HIGH HAND SLAPPING TECHNIQUE.
(Dissonance is suggested.)
(Mock one of those pretentious piano virtuosos)

If NONE of the RED color cards appear:

STAND UP ON THE PIANO STOOL, AND WITH FOLDED ARMS
LOOK OUT TO THE AUDIENCE WITH A BROAD SMILE.

(You may want to remove your shoes before the
piece begins so you don't damage the piano stool.)

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INSTRUCTIONS FOR VIOLIN I

Each event is to last 10 seconds unless otherwise indicated.
Avoid silence gaps when possible.
The first violin player will be concerned only with the color RED.

If 1 RED color card appears:

SUSTAIN AN E flat, ABOVE THE MIDDLE REGISTER.
(Use a strong tremelo)

If 2 RED color cards appear:

IMPROVISE FREELY (Avoid sience gaps)

If 3 RED color cards appear:

PACK AND UNPACK YOUR INSTRUMENT
(If more than 10 seconds is required to perform
this authentically, without rushing,
disregard your following instruction.
Or you may begin your following instruction late.)

If 4 RED color cards appear:

BOLDLY ANNOUNCE THAT "DUE TO PLAYING CONDITIONS
I AM FORCED TO RESIGN FROM
THE ENSEMBLE."
PACK YOUR INSTRUMENT AND STAMP
OFF THE STAGE AND OUT THE DOOR
OF THE CONCERT HALL. IF THERE
IS A DOOR, SLAM IT. DO NOT RETURN.

(Since I consider this a prime event, try to conserve
this event for approximately midway between the last quarter,
of the performance. A suggestion would be to predetermine*
the exact time slot for this event with the conductor.) *note

If NONE of the RED color cards appear:

SCRATCH YOUR BACK WITH YOUR BOW

INSTRUCTION NO. 4

* note: If this instruction appears before the predetermined
time slot, put rosen on your bow.

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Instructions for Violin II.

Each event is to last 10 seconds.

Avoid silence gaps

The second violin player will be concerned only with the color ORANGE.

If 1 ORANGE color card appears:

PLAY A MUSICAL SELECTION OF YOUR CHOICE.
(PRE-NINETEENTH CENTURY)

(Have 3 different, brief segments, of the same
piece, prepared, in the case of the instruction
being repeated.)

If 2 ORANGE color cards appear:

IMPROVISE FREELY, WITH ALTERNATED USE OF THE
PLUCKING AND BOWING TECHNIQUES.
(Avoid silence gaps)

If 3 ORANGE color cards appear:

PLAY THE MUSICAL SELECTION ON THE FOLLOWING PAGE
(Play this for 20 seconds instead of 10 seconds,
disregard your next instruction.)

If 4 ORANGE color cards appear:

CHECK YOUR INSTRUMENT FOR ACCURATE TUNING.
(Re-check, if time allows)

If NONE of the ORANGE color cards appear:

MIMICK DISGUST BY PLACING YOUR ARMS AND HEAD
ON YOUR KNEE. SHAKING YOUR HEAD FROM SIDE TO SIDE.

*IGNORE ANY INSTRUCTIONS UNTILL YOU HAVE
COMPLETED THIS ENTIRE PRICE, THEN
RESUME NORMAL PROCEDURES.

MODERATO

Glissando

Glissando

ALLEGRO

A TEMPO

Glissando

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INSTRUCTIONS FOR ELETRIC GUITARIST

Each event is to last 10 seconds, unless otherwise indicated.
Avoid silence gaps if possible.

The electric guitarist will be concerned only with the color BLACK.

If 1 BLACK color card appears:

IMPROVISE FREELY.

(Try to improvise in coordination with the
present activity of the ensemble.)

If 2 BLACK color cards appear:

WITH NO VOLUME, PLAY WILDLY, MOCKING A SEMI-EPILEPTIC
FIT. (Ham it up.)

If 3 BLACK color cards appear:

- a.) SLAP THE SECOND VIOLIN PLAYER ON THE KNEE
AND BOLDLY ANNOUNCE TO HIM THAT
"THUSFAR HIS PERFORMANCE HAS BEEN UNEQUALLED"
- b.) PLUCK YOUR HIGH "E" STRING(as when you tune)
AND ASK THE SECOND VIOLIN PLAYER TO GIVE YOU AN "E".
- c.) VERY QUIETLY, HAND ON HEAPT, MUMBLE THE
PLEDGE OF ALLEGEINCE TO THE FLAG.

(Alternate these instructions with the reappearance
of 3 black color cards.)
(Only perform a.) once.)

If 4 BLACK color cards appear:

PLAY A BOOGIE WOOGIE, HONKY TONK, OR MEMPHIS
RIFF.

(Alternate the three with the reappearance of this
instruction.)

(Pre-arrange with the bass guitarist, so that you
are both playing the same thing at the same time.)

If NONE of the BLACK color cards appear:

REMAIN SILENT AND STUDY AN IMAGINARY SCORE.

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Instructions for ELECTRIC BASS GUITAR.

Each event is to last 10 seconds, unless otherwise indicated.

Avoid silence gaps if possible.

The electric bass guitar will be concerned only with the color BLACK.

If 1 BLACK color card appears:

WALK OVER TO THE SECOND VIOLIN PLAYER AND

STUDY HIS TECHNIQUE.

(Do this for 20 seconds, disregarding your following instruction)

If 2 BLACK color cards appear:

a.) Pick YOUR NOSE

b.) SCRATCH YOUR FAG-END

c.) WIPE YOUR MOUTH WITH YOUR SLEEVE

d.) COMB OR BRUSH YOUR HAIR

(Alternate these with the reoccurrence of the instruction or perform as many as you wish during one 10 second interval.)

If 3 BLACK color cards appear:

HIT AN OPEN STRING, AND THEN REMOVE A HANDKERCHIEF FROM YOUR POCKET AND BLOW YOUR NOSE.

(Be sure this lasts 10 seconds)

If 4 BLACK color cards appear:

PLAY A BOOGIE WOOGIE, HONKY TONK OR MEMPHIS

BASS PATTERN ALONG WITH THE GUITARIST.

(Pre-arrange with the guitarist so that you are both playing the same thing at the same time.)

If NONE of the BLACK color cards appear:

TURN YOUR CHAIR AROUND SO THAT YOU ARE SITTING WITH YOUR BACK TO THE AUDIENCE.
